

DUAL HEARTS™



game manual

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Introduction

Long ago...

There was a time when dreams became reality, and new dreams were born.

It was a golden age for mankind — a paradise on earth. However, dark desires also manifested themselves...

The Nightmare, born from the evil within people's minds, shook heaven and earth. Those who opposed it were turned to ashes...

The world was on the brink of destruction.

"At this rate, the world will surely come to an end. There is only one way..."

Determined to save humanity from evil, a sage stepped forth, with his brave companion alongside him.

By separating the tainted dream from the real world, the sage weakened the Nightmare's overwhelming power.

A fierce battle ensued, lasting seven nights and seven days...

And finally, by the power of the Holy Instruments and the Dream Stone, the Nightmare was sealed in the holy land.

The darkness which engulfed the world lifted, and peace was restored. But the world was now divided in two — dream and reality.

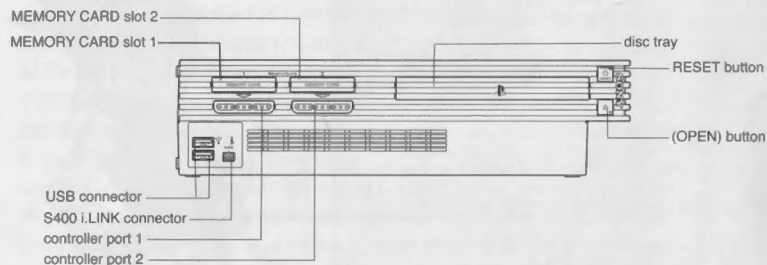
Over the years, the legend became just an old tale...But now, a new chapter is about to unfold...



C O N T E N T S

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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **DUAL HEARTS™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controls

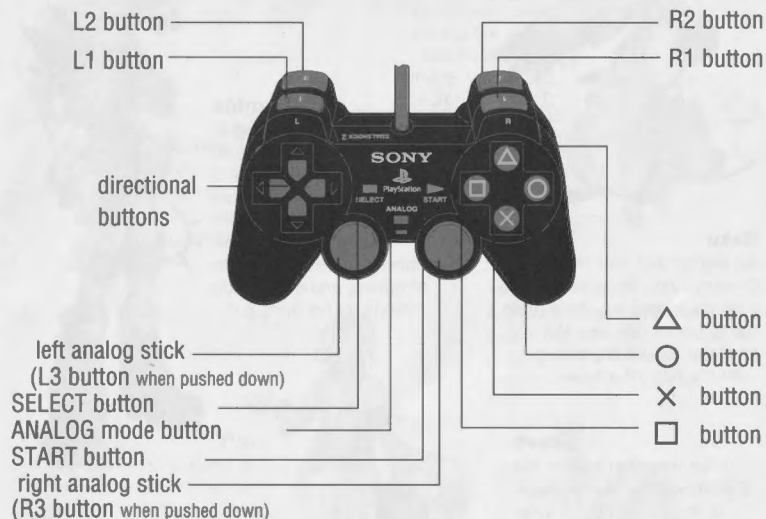
The controls in Dual Hearts vary in different situations (see page 3). The functions explained here are specifically intended for use with the DUALSHOCK®2 analog controller. Not all button actions, such as "pressing down hard", are compatible with the original DUALSHOCK® analog controller or other controllers.

*The LED is always red.

*The vibration function can be turned ON/OFF from the options menu in the status screen. (see page 6)



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Button Functions

Button	Real World	Dreamworld	Status Screen
directional buttons	move character	move character	move cursor
left analog stick	move character	move character	move cursor
right analog stick	rotate camera	rotate camera	n/a
□ button	lift/grab/throw	lift/grab/throw/attack /kick/dash/dive	equip left hand
X button	jump/drop/talk/confirm	jump/drop/talk/ /confirm/fly/swim	confirm
△ button	Baku camera	Baku camera	n/a
○ button	cancel	attack/cancel/breath /Megaton Buns	equip right hand/cancel
L1 button	move camera/Lock-On	move camera/Lock-On	change page
L2 button	n/a	heal	change page
R1 button	n/a	defend	change page
R2 button	mount/dismount Baku	mount/dismount Baku	change page
START button	open status screen	open status screen	exit status screen
SELECT button	n/a	n/a	exit dream



Characters



Baku

An animal that lives in the Dreamworld. Because he's so easy-going and lazy, he's often the target of ridicule. His ancestor fought Nightmare with the help of a sage.

Sheep

This sheep that lives in the Dreamworld is always eager to lecture about the inner workings of people's dreams. He refers to himself as a "Dream Mentor".



The Queen

Guided by the wisdom of an ancient sage, the Queen of the Dreamworld has been watching over the seal on the Temple of Dreams.



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Rumble

He came to Sonno Island in search of the Dream Stone. He possesses the highest title a treasure hunter can earn, "Ruinseeker". Not easily befriended, he stubbornly refuses the help of others, preferring to do things on his own, but...



Val

A flashy treasure hunter with a love for all that sparkles, especially expensive jewels. She somehow manages to always make the main character's job a little more difficult, and considers herself to be his greatest rival.



McTuve

A mysterious minstrel who seems to have a great deal of information regarding the temple.

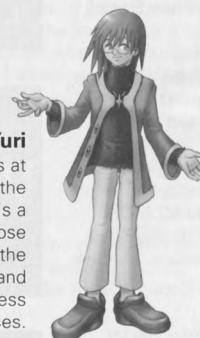
Chiffon

Chiffon generally keeps to herself. She has been seen staring out at the sea from atop a bridge, with a sad look in her eyes. It is rumored that she's staying on Sonna Island to recuperate.



Toma

A crew member who works at the excavation site. His main job is digging. He's visiting Sonno Island with his daughter, Emma.



Yuri

A researcher who works at the excavation site at the Temple of Dreams. He's a young anthropologist whose main interest is studying the ruins. He is near-sighted and almost completely helpless without his glasses.



Hannah

A resident of Sonno Island. Her favorite book is a picture book created by her mother. She spends her time each day reading her book or playing with her dog, Parfait, in the forest outside the village.



Florence

A student of art from the mainland. Currently she is continuing to develop her talent on Sonno Island. She is strong-willed and confident.



Lilian

Lilian lives on Sonno Island surrounded by nature. She has a great respect for all living things, whether plants or animals. She can even communicate with the old tree in Sonno Woods.



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Playing the Game

Starting

Insert the game disc into the disc tray and turn on the PlayStation®2 computer entertainment system. Wait for the opening movie to start. Press the START button to go to the title screen.

Press the START button again on the title screen, and a menu will be displayed. Select from "New Game", "Load", and "Options".

If you select "New Game", then you will be prompted to choose between "Normal" and "Expert" modes. After making your selection, the game will begin.

If you select "Load", the load screen will appear. Insert a memory card (8MB)(for PlayStation®2) with your save data for "Dual Hearts" into the MEMORY CARD slot, then your save data will be displayed. Select the data you wish to use and confirm with the X button.

If you choose "Options", the options menu will be displayed. You may adjust the following settings.

- **Sound:** Select from [stereo] and [mono].
- **BGM:** Select the volume of the background music from [OFF][1][2][3][4][5].
- **Sound Effects:** Select the volume of the sound effects from [OFF][1][2][3][4][5].
- **Screen Adjustment:** Both the vertical and horizontal position of the screen can be changed from +32 to -32 dots.
- **Vibration:** Turn the controller vibration ON/OFF.
- **Button Display:** Turn the button info display ON/OFF.
- **Gauge Display:** Turn the HP/Tummy Meter display ON/OFF.
- **Map Display:** Turn the mini map display ON/OFF.
- **Default Setting:** Set all options back to the original settings.



Playing the Game

Game Over/Saving/Loading

Game Over

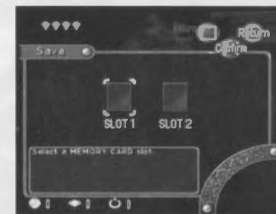
Every time you receive damage from your enemies in a battle in the Dreamworld, your HP Meter will decrease. When the meter reaches 0, the game ends. Once the game has ended, two options, "Continue" and "Load", will be displayed. Select one and confirm with the X button. If you choose to continue, you will restart on the stage where you ended the game in the Dreamworld. If you choose to load, the load screen will be displayed. Select the save data you wish to use as explained on page 6.



Saving

You may save up to 10 data files on one memory card (8MB)(for PlayStation®2). To save your game, insert a memory card (8MB)(for PlayStation®2) with at least 104KB of free space.

Press the START button to display the status screen. Then, press the L1/L2 button or the R1/R2 button until you reach the options menu. Select "Save" to display the save screen. Choose the MEMORY CARD slot and the space where you want to save your data, and confirm with the X button. If you select a space where previous data has already been saved, the message "Overwrite existing data?" will appear. Select "Yes" to overwrite the data.



Loading

To load saved data, press the START button to display the status screen. Press the L1/L2 button or the R1/R2 button to reach the options menu and select "Load" to display the load screen. Select the save data you wish to play as explained on page 6.

Game Screen

The Real World

Mystic Hourglass

This instrument indicates how much time has passed in the real world. The hourglass turns at daybreak and sunset. However, you must find it before you can use it.

Button Functions

Indicates which buttons are used to perform various actions.

Mini Map

All of Sonno Island is displayed on this map. The red rectangle indicates the area that the main character is in. The yellow icon indicates the main character's exact location and in which direction he is traveling.

These two pages explain the information presented on the real world and Dreamworld game screens.

The Dreamworld

HP Meter

The HP Meter indicates the main character's remaining life in the Dreamworld. Every time he receives damage, the meter decreases. When it reaches 0, the game is over. You can recover HP by using items you've gained from defeating enemies or cutting grass, or by pressing the L2 button if Baku has Esamons in his tummy.

Mini Map

This map corresponds with the stage that the main character currently is in. The yellow arrow indicates his exact location and the direction he is facing.

Life Stone

With this stone, the main character will automatically recover half of his HP when his HP Meter reaches 0. If you have one in your possession, an icon will be displayed in the upper left corner of the screen.

Tummy Meter

This meter indicates how full Baku's tummy is. The top number shows how many Esamons he is currently storing and the bottom number shows how many it is possible for him to hold in his tummy. To fill up Baku's tummy, feed him Esamons, tiny creatures that appear after the main character has defeated enemies or cut grass with his weapon.

Status Screen

Press the **START** button to display the status screen.

Cycle through the 5 screens below by pressing the **L1/L2** button or the **R1/R2** button.

Press the **START** button to return to the game.

Weapons

A list of all the weapons you possess (orbs in the real world) and their levels. Place the cursor on one of them and press the **○** button to equip it in your right hand, or the **□** button to equip it in your left hand.

Message Window

A description of the item currently selected is displayed.

Items

The quantity of each item that you've collected is displayed.

Reference

Detailed explanations of various topics related to the game.

Saving/Loading

Please refer to page 7.

Settings

Please refer to page 6.

Items

The fraction of each type of item that you've collected for a particular stage.

Progress

A list of all the dreams you've visited and the percentage of items collected in each stage.



Tools

A list of the equipment you possess (orbs in the real world). Place the cursor on one of the items, and press the **○** button to equip it in your right hand, or the **□** button to equip it in your left.

HP Up

The number of HP Up Fragments you have. When you collect 4 of them, your HP Meter increases by one.

Misc.

Items currently in your possession that do not need to be equipped / unequipped like weapons. However, it is helpful to have them in your inventory.

Tummy Up

The number of Tummy Up Fragments you have. When you collect 4 of them, Baku's tummy size increases by one.

Baku Diary

Once you've obtained the diary, you can take it to the Dream Analysts' house where you can look at all of Baku's actions that you've recorded.

Baku Abilities

A list of the special abilities Baku has learned.

Temple Keys

A list of the keys which you possess for doors in the Temple of Dreams.

Other

Event items and other things that do not affect the main character's status.

Basic Actions

Walk/Run left analog stick

Move the main character by tilting the left analog stick (or pressing the directional buttons) in the desired direction. How fast the character moves (slow walk, walk, run) depends on how far you tilt the stick (or how hard you press the directional buttons).



Jump X button

Press the X button to jump. If you tilt the left analog stick (or press the directional buttons) while jumping, the character will jump in the corresponding direction.



Lift → Throw □ button → □ button

Press the □ button to pick up an object in front of you. Press it again to throw that object.



Grab → Push/Pull □ button + left analog stick

Press the □ button to grab an object such as a large block. While grabbing the object, you can move it by tilting the left analog stick (or pressing the directional buttons) in the desired direction.



Climb/Drop X button → left analog stick

You can jump up and grab onto certain trees, ledges, or rungs. Once you've grabbed on, you can sometimes move by tilting the left analog stick (or pressing the directional buttons). Press the X button to drop down.



Talk/Open/Read X button

Stand in front of a character and press the X button to talk to him/her. Open doors and read signs using the X button.



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Mount/Dismount Baku R2 button

Press the R2 button to mount or dismount Baku.



Look at Baku → Talk to Him △ button → X button

Change to the Baku camera (view facing Baku) by pressing the △ button. Tilt the left analog stick (or press the directional buttons) to rotate the camera around him. You can talk to Baku by pressing the X button. He will give you helpful tips.



Camera

Camera View L1 button

Press the L1 button to move the camera directly behind the main character.



Camera Angle Right Analog Stick

Move the right analog stick to rotate the camera.



Look Around

R3 button (push in on the right analog stick)

Push the R3 button to change your view to 1st person. If you want to look around, tilt either the left or right analog stick (or press the directional buttons) while in this view. Push the R3 button once more or press the ○ button to return to the normal view.

Lock-On

L1 button

Press the L1 button to Lock-On to a target. Release the button to unlock. You can also learn the Full Lock-On skill. To do a Full Lock-On, press the L1 button hard and the target sight will change. Even if you let go of the button, the target will remain Locked-On. Press the L1 button to unlock.



Battle Actions

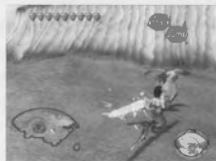
Attack ○ button/□ button

If you have two weapons equipped, press the ○ button to attack with your right hand, and the □ button to attack with your left.



Charge Attack hold ○ button/□ button → release

To perform a Charge Attack, hold down the ○/□ button for a while and then let go. Pressing the button hard will speed up the process. A different Charge Attack can be performed with each weapon. Refer to page 18 for more information.



Combo ○,○,□/□,□,○ buttons

If a character is equipping weapons which are level 2 or higher, then consecutive attacks can be executed. To do a simple combo attack, either press the ○ button twice to use the weapon in your right hand, or press the □ button twice to use the weapon in your left hand. If both weapons are level 3 or higher, press either ○,○,□ or □,□,○ to do 3 consecutive attacks.



Jump Attack X button → ○/□ buttons

While jumping, press either ○ or □ to do a front-flip attack. You must have a weapon equipped.



Block R1 button

Press the R1 button to block with Defencer. Although you can move while blocking, you won't be able to attack.



Regain HP L2 button

Press the L2 button for the main character to regain 1 HP for each Esamon in Baku's tummy.



Battle Actions

Pick up Esamon → Throw □ button → □ button

An Esamon, or tiny creature which appears after defeating enemies or cutting grass, can be picked up by pressing the □ button once it falls to the ground. Press the □ button again to throw it. If it hits an enemy, Baku will attack that enemy. Please refer to page 26 for more details.



Kick □ button

If Baku starts choking on a black Esamon, you can save him before he goes berserk. Get close to him and kick him with the □ button. If you succeed, you'll receive a reward. See page 26 for details.



Baku Actions

Walk/Run

left analog stick

Move Baku by tilting the left analog stick (or pressing the directional buttons) in the desired direction. The speed at which he moves (slow walk, walk, run) depends on how far you tilt the stick (or how hard you press the buttons). Baku can move faster than the main character.

Jump → Ear Flap

X button → X button

Press the X button to jump. If you tilt the left analog stick (or press the directional buttons) while jumping, the character will jump in the corresponding direction. Also, if you press the X button while Baku is in the air, he'll flap his ears and slow his descent.

Dash Attack

□ button

Press the □ button to perform a dash attack. Baku uses one Esamon from his tummy per dash. You'll hear a sound just before his dash is about to end. If you want to continue the attack, tilt the left analog stick in the general direction you are moving when you hear the sound.

Breath

○ button

Press the ○ button to perform a breath attack. Baku uses one Esamon in his tummy per attack. You can't move Baku while using this attack, but you can adjust the direction he faces during the attack by tilting the left analog stick (or pressing the directional buttons).

Megaton Buns

X button → ○ button

Press the ○ button while jumping to perform Megaton Buns. Baku uses one Esamon per attack. All enemies near where he lands will take damage.

Dive

□ button

When in water, press the □ button to dive.

Change Direction

left analog stick

Change Baku's direction in water by tilting the left analog stick (or pressing the directional buttons).



Note: Some actions can't be performed until Baku has learned certain abilities.

Swim

X button

Press the X button to swim forward in water. Use the left analog stick (or press the directional buttons) to change direction.

Diving

Dash Attack

□ button

Press the □ button in water to perform a dash attack. Baku uses one Esamon per attack.

Breath

○ button

Press the ○ button in water to perform a breath attack. Baku uses one Esamon per attack. You can't move him while using this attack, but you can adjust the direction he faces during the attack by tilting the left analog stick (or pressing the directional buttons).

Fly

X button

Press the X button on a launchpad to take flight. This requires one Esamon. If you want to go higher, press the X button again while in the air, but it will require one additional Esamon.

Change Direction

left analog stick

Use the left analog stick (or press the directional buttons) in the air to change the direction that Baku is flying.

Flying

Dash Attack

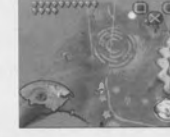
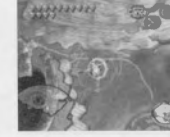
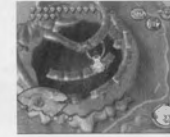
□ button

Press the □ button in the air to do a dash attack. Baku uses one Esamon per attack. Tilt the left analog stick (or press the directional buttons) when pressing the □ button, and Baku dashes in the corresponding direction.

Megaton Buns

○ button

Press the ○ button in the air to do Megaton Buns. This attack will damage all enemies near where Baku lands.



Holy Instruments and Items

Weapons

Ragna Blade

You receive this sword from Baku at the beginning of the game. It's easy to use, and you can hit objects by doing a Charge Attack with it.



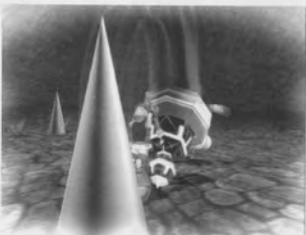
Longinus

This spear can be obtained from Baku early in the game. It has a long reach and is designed to attack enemies in front of you. However, attacking with the spear will leave you momentarily vulnerable. You can swing it upwards by doing a Charge Attack.



Gen's Hammer

With this powerful hammer, you can attack enemies over a broad area. However, using it will leave you temporarily off guard. You can crush things by using its Charge Attack.



Arbalest

While not very powerful, this weapon will allow you to attack enemies from a distance. Once you Lock-On to a target, your arrow will never miss. Its Charge Attack will pierce the target.



Holy Instruments and Items

Tools

Draw Card

If you throw a Draw Card, it will come back to you like a boomerang. It can be used like a weapon, or you can Lock-On to an Esamon and absorb its elemental property. There are three types: red Esamon (fire), blue Esamon (ice), yellow Esamon (lightning). Once an Esamon has been absorbed, it remains in the card. Enemies struck with a blank card will be temporarily paralyzed.



Remote Bomb

Press the button to set the bomb, then press it again to detonate it. You can blow up certain objects, cracked walls, and floors. Enemies can also be damaged by an explosion.



Snake Fang

This tool lets you grab a distant enemy/item and pull it closer to you.



Misc.

Defencer

Used to block enemy attacks. You can walk while blocking, but will be unable to attack.



Gauntlet

With the Gauntlet, you can carry heavy items that you wouldn't normally be able to carry.



Holy Instruments & Items

Items

Some of the items that appear in the game are described below. See if you can find these and the others that are not listed.

Items with Immediate Effects



HP Restore

Restores 2 HP to the main character.



Dream Candy

This is worth 5 Esamons in Baku's tummy.



Attack Up

Doubles the main character's attack power for 10 seconds.



Defense Up

Doubles the main character's defense for 10 seconds.



Life Stone

When the main character's HP reach 0, he will automatically regain half of his HP.

Special Item



Mystic Hourglass

This item has the power to change the flow of time. It can also reverse day and night.



DUAL HEARTS Hints & Tips

This section is designed to provide helpful tips and strategies for getting past difficult obstacles in the game.

Hints & Tips

The Flow of Time in the Real World

Time passes normally on Sonno Island since it's in the real world. Each day, it changes from morning to noon, noon to afternoon, and afternoon to night at regular intervals. Each person on the island has his/her own behavioral pattern. For example, one person will only talk to you at night. Some people's dreams can only be entered at certain times. Remember, circumstances may change depending on the time of day.

Dream Analysts and the Dream Mentor

Although they have unusual occupations, the Dream Analysts of Sonno Village, Tucker and Yars, are full of useful information. If you talk to Tucker, he will exchange the gold Esamons you obtain in the Dreamworld for special items. Yars can help you read the Baku diary. You will also encounter a sheep who refers to himself as a "Dream Mentor". If you enter his dream, he will kindly teach you how to use the Holy Instruments that you acquire.

Reference

Select "Reference" from the options menu of the status screen to see detailed explanations of various topics related to the game.

Talk to Baku

Remember to talk to Baku when you get stuck. He may direct you when you don't know where to go next, or he may give you hints on how to solve a puzzle or how to defeat a boss. Baku's a great friend to turn to for help.

Demo Movie

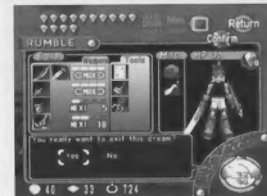
If you wait at the title screen, the demo movie will start playing. Watching this movie may give you some ideas on how to proceed in certain parts of the game.



Hints & Tips

Exiting a Dream

If you open the status screen in the Dreamworld and press the SELECT button, you will be given the option to return to the real world.



Save Frequently

To save your game data, open the status screen and go to the options menu. It is a good idea to save frequently while playing so that you do not lose your progress.



Ladders, Trees, and Pillars

Be sure to jump and grab onto ladders, trees, and pillars, as they may gain you access to hidden areas where you can find valuable items.



Exiting Water

To return to the land from the water, use the X button to jump when you are near the boundary between the two.



Change View/Check the Surroundings

Push in the right analog stick (R3 button) to change the view to 1st person. You might discover unexpected things when you look carefully from this viewpoint.



Hints & Tips

Megaton Buns

Not only can Baku's Megaton Buns attack be used to damage enemies, but it can also be used to break cracked floors or push switches. Some areas and items are only accessible by using this technique.



Using the Remote Bomb

The Remote Bomb can be used to destroy cracked walls and floors. Also, some switches can be activated by the blast. Be sure to experiment with its uses.



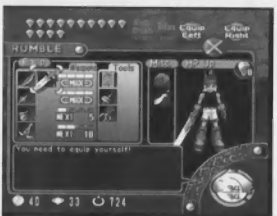
Using Draw Cards

When a Draw Card is used to absorb an Esamon, the creature's elemental property will be added to the card. While a card with the property of fire can be used to light a torch, a card with the property of ice can be used to extinguish a flame. Draw Cards will play an important role in puzzle solving. Furthermore, the card's property will be reflected onto the weapon equipped in the other hand. For example, if you equip both a card with the fire property and Arbalest at the same time, you will be able to shoot flaming arrows to places where the card itself can't reach. You can also save and carry an item by absorbing it into a card. Some items are used immediately when they are picked up, but if an item has been absorbed, it can be used anytime. If you attack with a blank Draw Card, it will temporarily paralyze your enemy.



Equip Both Hands!

When you are in the status screen, make sure you equip Holy Instruments in both hands, or you will not be able to return to the game.



Hints & Tips

Raise Weapon Levels

A weapon's experience points only increase when that weapon is used to finish off an enemy. When the weapon has gained sufficient experience, its level will go up. As its level increases, the weapon will become stronger and more versatile. For instance, at a certain level, you will be able to perform combo attacks. It's a good idea to use all of your weapons regularly so you can increase their levels.



Master Charge Attacks

Charge Attacks are necessary in many situations, particularly in boss battles and puzzle solving. Each weapon has a different Charge Attack, so keep that in mind in any given situation.



Learn Enemies' Attack Patterns

Many enemies will follow a pattern when attacking or defending against the main character. If you study their patterns, then you may be able to time your attacks to take advantage of unguarded moments or interrupt their patterns with certain actions. Baku will sometimes give you hints about enemies' weaknesses. Pay close attention!



Feed Baku Esamons

Most of Baku's abilities require Esamons. If you use up all of his Esamons, then you will not be able to use his abilities or regain HP, so be careful. Esamons appear by cutting grass or defeating enemies. Baku will eat until his tummy is full.



Baku's Attacks

Baku's breath attack and Megaton Buns are very powerful. When you find yourself in trouble, it may be wise to fight from atop your partner. However, when you attack with Baku, no Esamons will appear and your weapons will not gain any experience points. Thus, it is best to only use these attacks when necessary.



Hints & Tips

Throw Esamons

If you pick up and throw an Esamon at an enemy after Locking-On, Baku will attack the enemy for you. Sometimes the enemy will drop an item after being attacked. This skill takes some practice.



Collect Gold Esamons/Dream Rings

Collect the gold Esamons hidden throughout the Dreamworld and bring them to Tucker, the Dream Analyst. In exchange, he'll give you mysterious items. Dream Rings are also scattered throughout the Dreamworld, but little is known about them. However, something good will happen if you collect enough.



Collect HP Up and Tummy Up Fragments

HP Up and Tummy Up Fragments, hidden just about anywhere you can imagine, are important items that increase your characters' attributes. Find as many as possible to strengthen your characters.



Receiving Items by Kicking Baku

When Baku starts to choke on a black Esamon, if you help him out by kicking him, you can receive an item as a token of appreciation. Some items may surprise you...



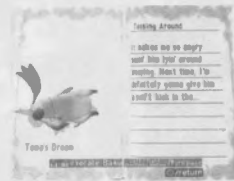
Baku's Berserk

If Baku starts to choke on a black Esamon, he'll go berserk unless you save him. If he goes berserk, then he'll attack wildly and may even harm the main character.



Baku Diary

Short animations and descriptions of Baku's actions can be recorded in this diary, which can be viewed at the Dream Analysts' house. You'll find some of them rather humorous.



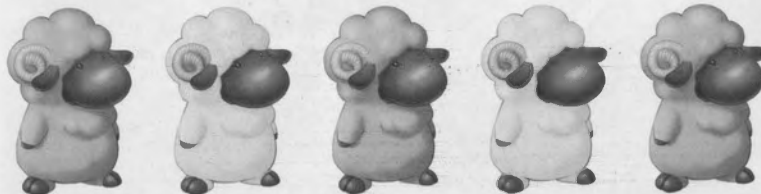
Changes in a Dream

A character's mood can influence the contents of his/her dream. A dream you have been in before might be different if you visit it again, and you may be able to find something new. Also, if you reenter the dream with new equipment, weapons, or abilities, you may be able to reach places where you couldn't go before.



Transfer Crystal

Later in the game, you will encounter transfer crystals, special prisms that enable you to transfer to dreams you've visited before. These crystals are helpful shortcuts.





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Who is the primary user?

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Age ☐ 6-11 ☐ 12-17 ☐ Male ☐ Female
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Date of Purchase _____

Place of Purchase _____

How would you improve on the game?

What were your favorite features in the game?

- ☐ Story
☐ Characters
☐ Graphics
☐ Music
☐ Game Play
☐ Game Balance

Who made the decision to purchase this game?

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☐ Parent, friend, relative or other
 What type(s) of games do you plan to buy? (mark all that apply)

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☐ Sports
☐ Shooter
☐ Driving
☐ Action/Adventure
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☐ RPG

What is your favorite magazine?

- ☐ EGM
☐ Silicon Magazine
☐ Tips & Tricks
☐ PSM
☐ Gamer Informer
☐ Other (list title)
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☐ PLAY Magazine
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